

IN THE CLAIMS

The pending claims are as follows:

1. (Previously Presented) A method of storing new content items in a memory unit of a user device capable of rendering said content items, the memory unit containing old content items, the method comprising the steps of:

- 5 marking any old content items which may be deleted;
 generating a first list of new content items to be stored, said first list being compiled by a user;
 uploading said first list to a server for selecting the new contents items to be downloaded to the user device;
10 determining a storage space required for each new content item to be stored; and
 deleting a marked content item only when necessary to release storage space for storing a new content item, so as to fill the memory unit substantially to capacity.

2. (Previously Presented) The method as claimed in claim 1, wherein only as many marked content items are deleted as is necessary to store one new content item.

3-5. (Cancelled).

6. (Previously Presented) The method as claimed in claim 1, wherein the marked old content items are comprised in a second list, said second list being stored in the user device.

7. (Previously Presented) The method as claimed in claim 1, wherein each content item comprises a piece of music and/or a video clip.

8. (Previously Presented) A computer-readable medium having recorded thereon a software program executable on a processor for carrying out the method according to claim 1.

9. (Cancelled).

10. (Previously Presented) A user device for rendering content items, the device comprising a memory unit for storing content items, rendering means for rendering said stored content items, and processor means for selectively storing new content items in the
5 memory unit containing old content items, the processor means being arranged for:

marking any old content items which may be deleted;

generating a first list of new content items to be stored,
said first list being compiled by a user;

10 uploading said first list to a server for selecting the new contents items to be downloaded to the user device;

determining a storage space required for each new content item to be stored; and

15 deleting a marked content item only when necessary to release storage space for storing a new content item, so as to fill the memory unit substantially to capacity.

11. (Previously Presented) A system for transferring content items, the system comprising a server for storing content items, at least one user device as claimed in claim 10, and transfer means for transferring content items from the server to the user device.

12. (Previously Presented) The system as claimed in claim 11, wherein the transfer means comprises the Internet.